EmuMovies

SSX TRICKY

EA SPORTS BIG

NINTENDO GAMECUBE

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Official Nintendo Seal of Quality

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®

2 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

EVERYONE

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CONTENT RATED BY ESRB

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

EVERYONE

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MILD LANGUAGE
MILD VIOLENCE

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Nintendo

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SSX TRICKY

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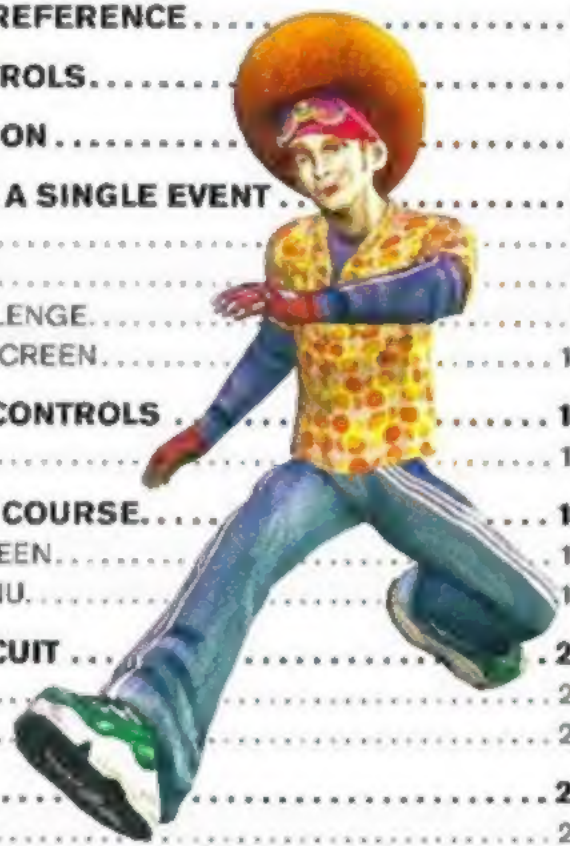


GETTING STARTED

1. Turn OFF the POWER Button on your Nintendo GameCube™.

   CAUTION: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

2. Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube™.
3. If you're playing against a friend, plug another Controller into Controller Socket 2.
4. Insert the *SSX Tricky* Game Disc into the Optical Disc Drive.
5. Turn ON the POWER Button and proceed to the *SSX Tricky* title screen. If you can't proceed to the title screen, begin again at step **1**.
6. At the *SSX Tricky* title screen, press **START/PAUSE** to advance to the Main menu.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS

MENU CONTROLS

Highlight menu item	✚Control Pad or Control Stick Up/Down
Change highlighted item	✚Control Pad or Control Stick Left/Right
Select/Go to next screen	**A** Button
Cancel/Return	**B** Button
Options menu	**Y** Button

BASIC CONTROLS

Fly high and use these controls to get familiar with the basic *SSX Tricky* moves. For a list of *Complete Controls*, ➤ p. 13.

To bust out some **simple tricks** on the mountain, press and hold the **A** Button to crouch, then release it to jump before you reach the end of the ramp. While flyin' in the air, press and hold the **L** Button, **R** Button, or **Z** Button to perform a grab, then release to prepare for landing. The showboatin' is that easy. For more advanced tricks, ➤ p. 16.

HEADS UP The longer you stay in the crouch position the higher you fly. Keep this in mind that when you're using the default controller configuration.

INTRODUCTION

SSX Tricky is coming straight at you with insane, sick ÜBER tricks, surreal mind-blowing worlds, and a cast of funky-fresh characters. Blast down the tracks at all-out speeds and suck up the biggest adrenaline you've ever inhaled. All of your favorite *SSX* courses are tweaked for more speed, more elevation, and more insane thrills, plus two wild new tracks that will blow your mind. Hit the mountain harder with *SSX Tricky*. The sky is your stage.

Game Features:

- **BIG Air and BIG Tricks–**New "ÜBER" tricks take airborne stunts to the next level.
- **An International Cast Of Riders–**Six all-new competitors plus six riders from the original SSX make up the Tricky circuit.
- **Hollywood Voices–**Celebrity voice talent bring the characters to life.
- **Own the Mountain–**Compete in a full World Circuit, go head-to-head in the unique Showoff (trick) mode, race the clock in Time Challenge mode, or just kick it in Freeride.
- **Fresh New Soundtrack–**New releases and exclusive mixes from the cutting-edge world of electronic breaks and beats cut by turntable DJ all-stars Mix Master Mike, Aphrodite, The Plump DJ's, and more.

For more info about this and other titles, visit EA SPORTS BIG™ on the web at www.easportsbig.com.

SETTING UP A SINGLE EVENT

Ah yes, your first taste of the mountain. Select a rider, and either **Race** against a field of phat boarders, **Showoff** some of your sweetest moves, or race the clock in a **Time Challenge**.

Before you set up a Single Event, a race on the World Circuit, or a Time Challenge, take a "peak" at the making of *SSX Tricky*. Check out behind the scenes video footage, producer outtakes, and more. Select MAKING OF from the intro screen and press the A Button to enter this new world.

TO START A SINGLE EVENT RACE:

1. Select **START GAME** from the *SSX Tricky* title screen. The Select Mode screen appears.
2. Highlight SINGLE EVENT and press **START/PAUSE** or the **A** Button. The Player 1 Select Character screen appears.

➲ If you have two controllers plugged in, the Select Number of Players screen appears. Highlight the desired number of players and press the **A** Button. The Player 1 Select Character screen appears.

3. Press the ✚Control Pad or Control Stick Left/Right to highlight your character (► *Setup Character Screen* on p. 10), and press the **A** Button to continue.
4. To access the Select Event screen, select Continue and press the **A** Button. To access the Setup Character screen, select modify.
5. From the Select Event screen, highlight **RACE**, SHOWOFF, or TIME CHALLENGE (► p. 8) and press the **A** Button. The Select Venue screen appears.

NOTE: If you choose Race, the Select Difficulty screen comes before the Select Venue screen. Here, you can choose the skill level of the computer-controlled boarders (**AMATEUR**, SEMI PRO, or PRO).

6. Press the ✚Control Pad or Control Stick Left/Right to highlight your venue. Press the **A** Button to accept.

NOTE: When selecting a venue, only Garibaldi, Snowdream, and Elysium Alps are available. Unlock tracks in World Circuit mode. (► p. 20).

NOTE: You can alter sound, control, and other options from any menu screen. Press the **Y** Button to access the Options screen (► p. 12).

HEAD-TO-HEAD RACING

Race a buddy downhill in a Single Event and turn a friendly cruise down the mountain into an all-out brawl for the finish line.

TO RACE HEAD-TO-HEAD:

1. From the Select Mode screen, select SINGLE EVENT and press the **A** Button. The Select Number of Players screen appears.

NOTE: Two Controllers must be plugged into the Nintendo GameCube™ in order to access Head-To-Head mode.

2. Select TWO PLAYERS and press the **A** Button. The Player 1 Select Character screen appears.
3. After Player 1 selects a character and adjusts their options at the Player 1 Setup Character screen, press the **A** Button and the Player 2 Select Character screen appears.
4. After Player 2 selects a character and adjusts their options at the Player 2 Setup Character screen, press the **A** Button. The Select Event Screen appears.

- Player 1 and Player 2 may choose the same character.

5. Choose **RACE**, SHOWOFF, or TIME CHALLENGE. The Select Venue screen appears (unless you select RACE, in which case the Select Difficulty screen appears).
6. At the Select Difficulty screen, choose the skill level of the computer-controlled boarders (**AMATEUR**, SEMI PRO, or PRO). Then proceed through the remaining screens as you would in a single-player game.

- In a two-player game, the screen is split in two (left and right).

RACE

Take on the top boarders in a blistering winner-take-all downhill event.

In a Single Event, you race only once down the funkified Garibaldi track and then your day is over. However, you can take on bigger challenges by racing on the World Circuit. In that game mode, you begin your day in a Quarterfinal race on the Garibaldi course and you work your way to the final round. Win big on the World Circuit and tracks are unlocked. Once a track is unlocked, it becomes available in all game modes. For more information, ➢ *World Circuit* on p. 20.

SHOWOFF

Show off your sick tricks in this all-out, all-aerial, big air display of show and tell. Just be sure to cross the finish line only after you score the most points with the best tricks.

Showoff facts:

- Successful tricks require successful landings. It might have looked good in the air, but it won't count if you land on your face.
- Tracks unlocked during World Circuit become available in this mode but you cannot unlock any tracks in Single Event mode. You must unlock them in World Circuit if you want to play them here.
- High up in the air on each course are snow crystals. Jump and grab one to boost the style points for the trick you are performing. Yellow doubles your points, orange triples them, and red multiplies your points by five.
- Each Showoff locale is set up with more objects on the course that do not normally exist in Race mode. Also, every course has several checkpoints. If you cannot pass a checkpoint before the time on the bottom left of the screen runs out, the race is over and you lose all your points. Passing a checkpoint adds time to the clock.
- You can win medals in Showoff events in World Circuit mode (➢ *Showoff* on p. 21).

TIME CHALLENGE

Race against the clock but remember speed doesn't always kill in the Time Challenge.

Time Challenge facts:

- Tricks help increase your Adrenaline Meter and a full Adrenaline Meter can help push you down the hill faster. So although this mode is a time thing, it's also a trick thing.
- Know the track. The main path isn't always the fastest way down the hill. Explore the terrain and seek new cliffs, ramps, and other jumps to help set a blistering time.

SELECT CHARACTER SCREEN

Tame the course with one of the baddest boarders around. All have unique personalities and their own riding style.

Press the ✚Control Pad or Control Stick Left/Right to scroll through the other boarders

Press the A Button to select a rider

- When first playing *SSX Tricky*, only Eddie, Elise, Moby, and Mac are available. To select the other riders, you must prove your worthiness by unlocking them by winning a Gold Medal in World Circuit mode (➢ p. 20).
- Skill potential shows the maximum skill level your character can achieve for each attribute, given the character's current board. Different boards can affect the character's skill potential (➢ *Customize Board* on p. 10).

SETUP CHARACTER SCREEN

Customize your outfit and board and look good on the mountain, and view your Trick Book to see what stunts you've already pulled.

➲ From the Player 1 Setup Character screen, you can modify any of the following options:

OUTFIT Change your look by choosing one of the available outfit options that you have unlocked by completing chapters in the character's Trick Book.

➲ Select a locked outfit then read the bottom of the screen to see to which tricks you need to perform to unlock it (➢ *Trick Book* below).

BOARD Different boards can boost or lower your skill potential. The red area on each skill bar shows the skill boost that the selected board supplies. Boards come in three types:

FREESTYLE The best boards for performing tricks; not designed for speed.

ALPINE Great for speed, not great for tricks.

BX A mix between Freestyle and Alpine boards: A good board for both speed and tricks.

➲ Select a locked board then read the bottom of the screen to see to see what rank you need to achieve to unlock it.

RIDER PROFILE Check out any Rider's personal Biography, Backstory, World Circuit (WC) status, and Riders Best (greatest overall achievements). You can also read the quotes from an in-depth Q&A interview session.

TRICK BOOK Your Trick Book shows you what tricks you need to perform to unlock uniforms, how to perform them, and which ones you've already completed. Perform all the tricks in the book in a certain chapter and reap the rewards.

Unlock each chapter and you unlock a new uniform. Once you complete the Trick Book (unlock ALL chapters), you earn a new Über board.

Trick Book Notes:

- A rider's Trick Book is divided into six chapters (five tricks per chapter). Each rider has a distinct list of tricks and order they appear.
- Only active and completed chapters are shown in a Trick Book. Tricks that you have NOT completed appear with a red screen over them. However, tricks that are completed appear in small thumbnails at the bottom of the screen.
- Trick Book tricks can be performed only on a rider's default board type.
- The Trick Book does NOT display the trick Button combinations, but you can see the Button combinations required in the pause menu Trick Book (➢ p. 10).

USER NAME Personalize a User Name for a rider to add some more flare.

➲ On the User Name screen, use the ✚Control Pad or Control Stick to highlight a letter and press the **A** Button to accept. That letter appears in the edit box. Repeat this step. After a name is created, highlight END and press the **A** Button.

SELECT VENUE SCREEN

SSX Tricky delivers a wide variety of challenging terrain. It's up to you to conquer each and every one of them.

- Tracks that are grayed out become available after you unlock them in World Circuit mode (➤ *World Circuit* on p. 20). Got what it takes?

OPTIONS SCREEN

Tweak the sounds of *Tricky* along with other options. You can save and load your game, and check out your saved replays as well.

- To access the Options screen, press the **B** Button at any game setup screen.

SOUND Adjust the volume—the sounds and music—of the game.

CONFIGURE CONTROLLER Turn Rumble Feature **ON**/OFF and choose a **DEFAULT** or PRO configuration (➤ *Complete Controls* on p. 13).

GAME OPTIONS Set the Replay mode at NORMAL or **ADVANCED** (➤ *Advanced Replay* on p. 22), turn the Auto Load Option **ON**/OFF (➤ *Saving and Loading* on p. 24), set the maximum number of boarders on the course (Single Event race only), and more.

SAVE/LOAD Save or load games and options, or load a replay (➤ *Saving and Loading* on p. 24).

CREDITS Check out the crew who created *SSX Tricky*.

COMPLETE CONTROLS

After you grow beyond the basics, use these controls and dominate with your "all everything" super fly riding skills.

SSX Tricky offers two controller configurations: Default and Pro (➤ *Options* on p. 12). With the PRO configuration, you cannot turn while crouching, but you can use the Control stick to perform flips and spins. The actions listed below are for the Default controller configuration.

ACTION	COMMAND
Turn left/right	✚Control Pad or Control Stick Left/Right
Spin in air	**X** Button then ✚Control Pad or Control Stick Left/Right
Flip in air	**X** Button then ✚Control Pad or Control Stick Up/Down
Build speed	✚Control Pad or Control Stick Up
Speed check	✚Control Pad or Control Stick Down
Grab board	**L** Button, **R** Button, or **Z** Button
Crouch/Jump	**A** Button (press and hold to crouch, release to jump)
Adrenaline boost (on the ground)	**B** Button
Tweak (in the air)	**B** Button (while performing a grab)
Push an opponent	C Stick ↔ / ↕
Reset boarder	**Y** Button
Pause game	**START/PAUSE**

TRICKS

Anybody can fly down a mountain. Not everybody can fly *over* one. Throw yourself off a cliff, stick the landing and get ready for the next big trick.

GRABBED AIR TRICKS

Start your aerial assault with a sick "Grab" during a mid-air flight.

TO PERFORM A GRABBED AIR:

1. Press and hold the **A** Button to crouch as you approach a jump. Just before the end of the jump, release the **A** Button to take off.
2. While in the air, press the **L** Button, **R** Button, or **Z** Button to perform a grabbed air.

- If you want to get real funky, press two or more of these buttons at the same time to perform more complex grabs.
- To "tweak" a grab, press the **B** Button while performing a grabbed air trick (when the Adrenaline meter is NOT full) (➤ see *Über Tricks* on p. 16 when full). Your body twists as you perform the trick, increasing the difficulty of sticking the landing. Remember, you must perform the grab *then* tweak.

3. As your body falls closer to the snow pack, release all Buttons and level out the board for a smooth landing. You may face plant a few times before mastering this step.

ROTATION TRICKS

180's, 360's, 540's, ... whatever. You do the math. Just be sure to bust out with some serious hang time with a Rotation "Flip" or "Spin."

TO PERFORM A SPIN:

1. Press and hold the **A** Button to crouch as you approach a jump.
2. Press and hold the ✚Control Pad Left/Right to spin left or right (Left to spin left, Right to spin right).
3. Release the **A** Button to jump.
4. When you get close to the ground, release all buttons to prepare for landing.

TO PERFORM A FLIP:

1. Press and hold the **A** Button to crouch as you approach a jump.
2. Press and hold the ✚Control Pad Up/Down (Up for a front flip, Down for a back flip).

- If you press and hold the ✚Control Pad or Control Stick diagonally, you flip diagonally, which is a tougher trick to land.

3. Release the **A** Button to jump.
4. When you get close to the ground, release all buttons to prepare for landing.

ADVANCED TRICKS

If you think you're "Big Time," combine your sick moves during a trip over a wild jump. If you're good enough, you can also change your grab hand while in the air, or pull off a combination of right and left spins. Check out these advanced tricks and bust them out on the hill.

SWITCH A trick pulled off with your "opposite" or "goofy-foot" foot forward (right foot forward for a regular footed rider).

LATE Throw out a grab or a spin during the early stages of a jump and just before you land, bust out with another last-second trick.

FAKIE Land a trick with your "goofy-foot" foot forward.

HINT: No extra points are given for Switches, Lates, or Fakies. They are worth the same as their regular counterparts.

TWEAK Press the **B** Button while performing a Grab (➤ p. 14) to execute the Tweak move (when the Boost meter is NOT full). Tweaks are merely a style variation of the grab. Tweaked tricks include Unethical, Sinful, and Madness.

RAIL RIDING

Snow is not the only terrain to ride in *SSX Tricky*. Jump up onto a rail or a similar obstacle—logs, fences—and "Rail Ride" it down. If you really want to show off some moves, jump off the end of the rail with a trick.

TO RAIL RIDE:

- Press the **A** Button to jump on a rail.
- ✚Control Pad or Control Stick Left/Right to rotate counter-clockwise or clockwise on the rail.
- Use the ✚Control Pad or Control Stick Left/Right to adjust your balance on the rail.

ÜBER TRICKS

When you fill up the Adrenaline Meter, the Uber disk rotates and it's an all out trickfest for every kind of boarder. Take airborne stunts to the next level with a high-flyin,' gravity defying "ÜBER" trick that will leave your competitors in awe.

TO BUST OUT WITH AN ÜBER TRICK:

1. When the Uber disk starts to rotate, press and hold the **A** Button to crouch as you approach a jump. Just before the end of the jump, release the **A** Button to take off.
2. While airborne, press and hold the **L** Button, **R** Button, or **Z** Button + the **B** Button (hold).
3. Über time.

HINT: If the Adrenaline Meter is empty, you can still pull off an Über trick, just as long as this Über disk is rotating. When activated, the disk spins for 20 seconds and you must perform the trick within this allotted time.

HINT: Each successful Über trick fills up a letter in TRICKY. Once all of the letters are filled up, you will have infinite Adrenaline.

CHARACTER-SPECIFIC ÜBER TRICKS

Every character has a unique Über trick that they can perform when riding on their default board type. For example, Eddie can perform his character-specific Über trick on any freestyle board (his default board type).

- Perform a character-specific Über trick with the **Z** Button plus the **L** Button and then the **B** Button when playing as Zoe, Brodi, or Elise. For all other characters, press the **Z** Button plus the **R** Button and then the **B** Button.

RIDING THE COURSE

This is your mountain. Own it.

GAME SCREEN

The race begins with your rider behind the starting gate at the top of the mountain. Once the gate drops, your rider automatically starts down the hill. Take control and get some speed right out of the gate by pressing the ✚Control Pad or Control Stick Up.

SCORE

Pick up some points by pulling off some sick tricks during your trip down the hill. The bigger the trick, the bigger the reward.

- If you keep trying the same trick, the Trick Points for that trick decrease. So try something new.

ADRENALINE METER

Watch your Adrenaline Meter rise as you pull off some mid-air acrobatics, then use your Adrenaline later when you need some extra speed. Keep in mind that you receive higher points as the difficulty level rises.

- To use your Adrenaline boost, press the **B** Button anywhere on the course.
- The boost you get from using your Adrenaline depends on the level of the Adrenaline Meter. When the Adrenaline Meter is filled to the red level, you get a bigger boost than if it's in the orange, which in turn gives a bigger boost than the yellow level.

- Adrenaline decreases over time and when you fall. The longer you ride without jumping, the more your Adrenaline Meter decreases.

ÜBER TRICKS

These are the raddest tricks that you can pull out of your hat.

- Once your Adrenaline meter reaches full capacity, bust out with an Über trick and light up the sky. Just Grab and Tweak. To perform an Über Trick, ► p. 16.

Character specific Über tricks can only be performed on their default riding style boards.

PAUSE MENU

Catch your breath and take a break from the wild action by pausing the game. You can also change game options and check out your Trick Book from here.

- To pause during gameplay, press the **START/PAUSE**. The game freezes and the Pause menu appears.

CONTINUE	Continue racing in the current event.
RESTART	Start over at the top of the mountain.
OPTIONS	Change the camera angle, adjust various sound volumes, set the HUD Detail, and change the song.
QUIT	Leave the mountain and call it a day.
TRICK BOOK	See what tricks your rider must complete in a chapter.

- View the tricks listed in a current chapter that you have to complete. When an entire chapter is completed, you move on to the next trick in the next chapter.
- Arrows indicate a spin or flip. The number after the arrow indicates the degree. For example, ☆ **540** means perform a 540° spin to the right.
- All items listed together (arrows, plus button commands) are to be performed simultaneously, unless separated by the word "TO," which indicates a combo.

NOTE: You can complete your trick book tricks in any mode **except** Trick Tutorial

NOTE: You can't unlock tricks listed in your trick book that are NOT in your active chapter. For example, if you unknowingly perform a trick from Chapter 4, but you're still in Chapter 2, that trick is not recorded in your trick book.

WORLD CIRCUIT

Take on the best in a full season of snowboard racing. World Circuit pits you against a field of elite boarders on the greatest courses ever designed.

NOTE: World Circuit mode offers the same events as Single Event mode, with the exception of Time Challenge (► *Single Event Mode* on p. 6).

RACE

See if you can advance through the qualifying rounds all the way to the finals.

How it works:

- Each World Circuit course consists of three rounds: quarter, semi, and final. Finishing third or higher allows you to proceed to the next round.
- If you finish 4th or lower, you are able to restart the heat in order to place in the top three.
- If you rank third or higher in the final round, you win a medal and unlock the next course. You start first on the Garibaldi course.
- When you finish a course and receive a medal, you receive Experience Points which you can distribute among the different attributes (Edging, Speed, Stability, and Tricks) to increase your skill levels. Experience Points lead to Ranking Promotions.
- The Rankings, in order, are: Newbie, Rookie, Contender, Natural, Star, Veteran, Champ, Superstar, Sensei, and Master.
- After you unlock new venues, they become available from the Select Venue screen when setting up other game modes.

SHOWOFF

Showoff events in World Circuit mode also offer you the chance to earn medals. Not only do gold medals look cool hanging around your neck, they also unlock characters.

- To win a medal in a Showoff event, you must score a certain number of Trick Points. For instance, in the first course, Garibaldi, the required points for a gold medal is 55,000, a silver medal 40,000 and a bronze medal 25,000.

NOTE: You can win medals in World Circuit Race events as well.

- The score required for each medal is displayed on the intro screen before each course. The score required for the next available medal (starting with bronze) is displayed on the upper left of corner of the game screen.
- Earning gold medals in World Circuit Showoff and Race events unlocks characters. After you unlock characters, they become available from the Select Character screen when setting up other game events.

PRACTICE

The course is all yours. Practice jumps, tricks, turns, or whatever you need work on. Here's where you learn the fundamentals as you get ready for the real thing.

- From the Select Mode menu, highlight PRACTICE and press the **A** Button. The Select Event menu appears.
- Select your rider, course and other options like you would in Single Event mode and then take your act to the mountain.

FREERIDE

A Freeride in Practice mode is exactly that—a free ride down the hill. There are no points to be earned and no time to worry about. It's just you and the mountain. Take advantage of this time to learn the course.

TRICK TUTORIAL

In Trick Tutorial, you get to ride off a phat jump and practice all the tricks that you know.

- The Trick Tutorial offers to show you a trick with the help of a controller icon. Click SHOW ME and then pay close attention to the Button commands. Here, the CPU is your friend. Only the tricks in the chapter that you are working on can be viewed.
- When you're ready to try the trick, select PERFORM and give it a try. Use the controller icon for guidance.
- Every rider has a 6 chapters comprised of different tricks to practice. They should be checked out.

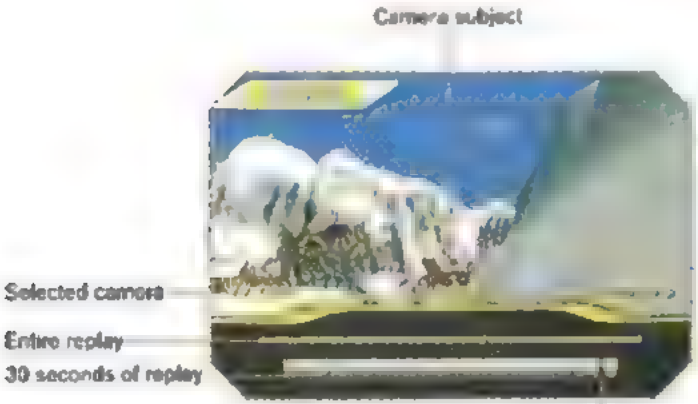
ADVANCED REPLAY

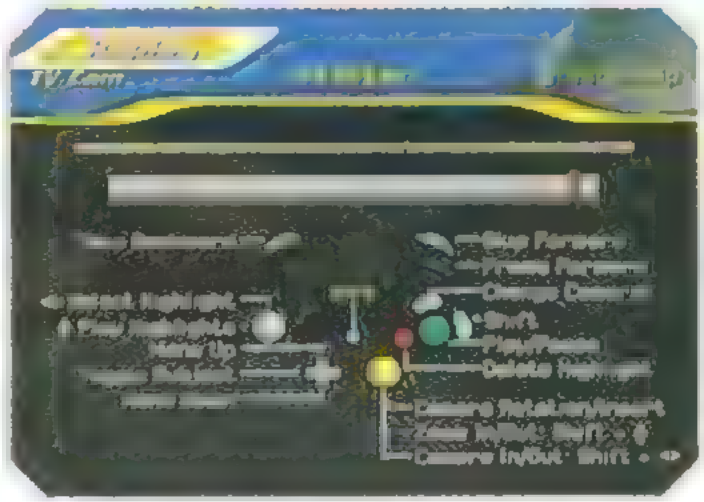
Check out the thrills and spills again by viewing a replay. Advanced Replay lets you view all the action from the last race from different camera angles. You can even edit and save your replays (➤ *Save/Load Replays* on p. 25).

NOTE: You can save your replays in Normal replay mode as well.

TO ACCESS ADVANCED REPLAY:

1. At one of the game setup screens, press the **Y** Button to access the Options screen.
2. Select GAME OPTIONS, then set Replay Mode to ADVANCED.
3. After you finish a race, enter your name (if you recorded a record time), then select REPLAY from the menu at the bottom right of the screen. The replay screen appears.





NOTE: No info is lost when saving in Normal and Advanced Mode. The game selects what can be viewed in the Replay Mode.

- Delete Highlight removes any highlight to the right of the red cursor.
- Delete Camera removes any camera insertion to the right of the red cursor.

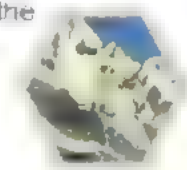
TO ADD A CAMERA:

1. Move the cursor to the frame where you want to insert a new camera.
2. Press the camera insertion Button (**Y** Button) to place a camera index. This makes all frames to the right of the camera index the camera view (until another camera index is inserted).

NOTE: The camera view retains the last camera view used. If you set a camera you like and then go back and choose another angle, it retains that second camera angle.

3. Repeat to insert another camera.

- The target of the camera changes based on where the red cursor is on the time bar. There is, however, no indication on the time bar of a change in target.



SAVING AND LOADING

Save your game and options settings for future use.

Be sure to have your Nintendo GameCube™ Memory Card inserted in Memory Card Slot A. SSX Tricky does not support Memory Card Slot B.

Never insert or remove a Memory Card when loading or saving files.

SAVE/LOAD GAME/OPTIONS

Save your game and game settings for future use.

TO SAVE A GAME/OPTIONS CONFIGURATION:

1. Access the Options screen by pressing the **Y** Button at any game setup screen.
2. Select Save/Load and press the **A** Button.
3. Select Save Game Options and press the **A** Button. The screen displays how many blocks you have left on your Memory Card.
4. Press the **A** Button save or the **B** Button to cancel. If you press the **A** Button and do not have a previously-saved configuration, your configuration will be saved at this point.

- If you already have a game/options configuration saved, you can delete it by pressing the **X** Button.
- If you press the **A** Button to save and you already have a saved configuration, you are asked if you wish to overwrite the configuration. Press the **A** Button for YES or the **B** Button for NO.

5. After you have saved your configuration, press the **A** Button to continue.

TO LOAD A GAME/OPTIONS CONFIGURATION:

1. From the Save/Load menu (see save instructions above), select Load game/options and press the **A** Button. The screen displays how much space you have left on your Memory Card and whether or not you have a game/options configuration saved.
2. Press to the **A** Button to load or the **B** Button to cancel.
3. After you have loaded your configuration, press the **A** Button to continue.

AUTO LOAD

Auto Load automatically loads saved options from a Memory Card when you turn on your Nintendo GameCube™. This way you don't have to set up your favorite game settings each time you fire up *SSX Tricky*.

TO USE AUTO LOAD:

1. Save your desired game/options configuration (► *Save/Load Game/Options* on p. 24).
2. Access the Options screen by pressing the **Y** button at any game setup screen.
3. Select Game Options and press the **A** Button.
4. Toggle auto load options ON.
5. The next time you turn on your Nintendo GameCube™, be sure to first insert a Memory Card into Memory Card slot A.

SAVE/LOAD REPLAY

Check out the spills and thrills from your trip down the mountain. You can save replays in either Normal or Advanced Replay mode.

TO SAVE A REPLAY:

1. After you finish competing, enter your name (when available) then select replay from the menu at the bottom right of the screen. The replay screen appears.
2. Press the **A** Button to start the replay. When the replay appears, press **START/PAUSE** to access the Replay menu.
3. Highlight save replay and press the **A** Button. The Save Replay screen appears.
4. Select an <EMPTY> file in which to save your replay and press the **A** Button.

- If you chose an existing replay file, you will be asked if you wish to overwrite the file. Press the **A** Button for YES or press the **B** Button for NO.
- If you already have a replay saved, you can delete it by highlighting it and pressing the **X** Button.

5. After you have saved your replay, press the **A** Button to continue.

- You can have a number of replays saved at any time.

TO LOAD A REPLAY:

1. Access the Options screen by pressing the **Y** Button at any game setup screen.
2. Select Save/load and press the **A** Button.
3. Select Load replay and press the **A** Button. The screen displays how much space you have left on your Memory Card and all replays available for loading.
4. Highlight a replay to load and press to the **A** Button, or press the **B** Button to cancel. The replay screen appears (➤ *Advanced Replay* on p. 22).

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Lead Front End: Geoff Coates

Lead Sound Artist: Frank Faugno

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Music Licensing: Beverly Koeckeritz

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MC Voice: Rahzell Brown

Movie Samples: Mike Donovan

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Narrator Voice: Brent Chapman (North America), Jean Francois Aupied (France), Wolfgang Ley (Germany), Hiroyuki Sato (Japan)

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Audio Post: Rom Diprisco, Gordon Durity, Frank Faugno, Francois Lafleur, Kerry Ochida

Post Production Supervisor: Mark Lange

Post Production Assistant: Peter Miller

Computer Graphic Artist: Mimi Lee

Additional footage provided by: HotHouse Production (UK Ltd.)

music

"It's Tricky"
Performed by Run DMC
Written by D. McDaniel/J. Mizell/ R. Rubin/J. Simmons
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(P) 2000 Recording courtesy of Arista /Profile Records

"Peaktime"
Performed by Rasmus
Written by Rasmus Gardell
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(P) 1998 Recording courtesy of Bolshoi Records

"Superwoman"
Performed by Rasmus
Written by Rasmus Gardell
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"System Overload (The Download is Complete Mix)"
Performed by Huda Hudia
Written and Produced by DJ Huda Hudia
Published by Dan Jorajuria/ Copyright Control
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(P) 2001 Recording courtesy of Kaleidoscope Music

"Hip Hop Phenomenon"
Performed by BT and Tsunami One
Written by Brian Transeau, Adam Freeland, Kevin Beber
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"Smartbomb – Plump DJ's Mix"
Performed by BT
Written by Brian Transeau
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"Board Burner"
Performed by Mixmaster Mike
Written by Michael Schwartz
Additional production and programming by John Morgan
Mixed by Francois Francois LaFleur
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"Shake What Yo' Mama Gave You"
Performed by Skank
Written by A. Rizzo and E. Ireland
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"Reality Detached"
Performed by The Forth
Written by Andrew Archer
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"Slayboarder – Theme Song from SSX"
Performed by Mixmaster Mike and Rahzel
Written by Michael Schwartz and Rozell M. Brown
Produced by Mixmaster Mike and Rozell M. Brown
Programmed and Produced by John Morgan
Additional Bass Riffs by Said Kaskas
© 2000 Copyright Control/Michael Schwartz and MCA Music Publishing
(P) 2000 Recording courtesy of MCA Records and Mixmaster Mike

"Finished Symphony"
Performed by Hybrid
Written by Mike Truman
Orchestral parts arranged and scored by S. Puttman
All Orchestral parts performed by the Russian Federal Orchestra
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(P) 1999 Recording courtesy of Distinctive Records

"Song for Dot"
Performed by Space Raiders
Written by Mark Hornby, Gary Bradford, Martin Jenkins and Antoine Domino
Produced by Space Raiders
Contains excerpts from "There Goes My Heart Again" as performed by Fats Domino, under license from Capitol Records, a division of Capitol Records Inc.
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"King of the Beats"
Performed by Aphrodite
Written by Gavin King, Errol Bedward and Tony B (Mukesh Anthony Babooladl)
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"Leader"
Performed by Bif Naked
Written by Bif Naked and Doug Fury, Inc.
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"The Rose Petalled Garden"
Performed by Black Label Society
Written by Zakk Wylde
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"Baby Portable Rock"
Performed by Pizzicato 5
Written by Yasuharu Konishi
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(P) 1997 Recording courtesy of Matador Records and Denon-Nipon/Columbia Co. Lt.

"Bonecracker"
Performed by Shocore
Written by Shocore
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"Twin Peak Loop"
Performed by Chris Stieber and Martin Stieber
Written by Chris Stieber and Martin Stieber
Publishing courtesy of BMG Germany
Recording courtesy of Chris Stieber and Martin Stieber

Original Music Compositions
"Adam's Revenge"
Written and Produced by John Morgan
Mixed by Francois LaFleur
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"Downtime 2001"
Written and Produced by John Morgan
Mixed by Francois LaFleur
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"Top Bomb"
Written and Produced by John Morgan
Scratching by DJ Precise
Mixed by Ken 'Hiwatt' Marshall
© 2000 Electronic Arts

"Gin and Sin"
Written and Produced by John Morgan
Scratching by DJ Precise
Bass and Guitar by Seki Kaskas
Dope beat vocals by
Adam Mackay-Smith
Mixed by Ken 'Hiwatt' Marshall
© 2000 Electronic Arts

"Bass Invaders - SSX Tricky Menu"
Written and Produced by John Morgan
Mixed in by Francois Lafleur
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"Speed Freak - Snowdream Intro"
Written and Produced by John Morgan
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"Elysium Intro"
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"Himalayas - Mesablanca Intro"
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"Equinox - Megaplex Intro"
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Scratching and Vocals by DJ Precise
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"Metrognome - Moby Theme"
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"Song from
EASports FIFA 97"
Written and pro-
duced by Graeme Coleman
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Music Supervision: John Morgan

Music Licensing: Beverly Koeckeritz

Music Special Thanks: Troy Shelton, Abel at Vinyl Addiction, Mix Master Mike, Dianne Lafitte, Dan Jorajuris (Huda Hudia) (Kaleidoscope Records), Gavin King (Netwerk Records), Terry McBride (Netwerk Records), Geoff Goddard (Netwerk Records), Carter Marshall (Netwerk Records), Adam Smith (Netwerk Records), Sarah (Bolshi Records), Andrew (Boxed), Kiki (Exert Productions), Adam MacKay-Smith

Special Thanks: Douglas Gayeton, Ian Jenkins@ Coast Mountain, EAC Digital Productions Services, Edwin Dolinski, Animation Development Group, Tools and Libraries @ EAC, EAC CATLAB, IRC @ EAC, Paul Lee, Howard Donaldson, Sam Nelson, Pam Burnell, Cheryl Smith, Kelly Kooner, Violet Molnar, Hein Thomas and Amanda (B5 Atomic Studios), Paul Kennes @EAUK, Business Affairs@ EAC, Finance@ EAC, Facilities@ EAC, Wilton Woo, HR@ EAC, FIT@ EAC, Wendell Harlow, Kathy Malley, Zoe Quinn, Heidi Newell, Bebe Rose, Kobe, Frank and Marty @Teamworks, Marina Coates @ GGRP, Shaw @Feldman & Associates, Peter Karroll @ TKO Entertainment, Lauren Levitt & Associates, Chela @ Kirk Talent, Jeff @ Ford Models (Vancouver), Tim Curtis, Steven Siebert, Chuck Pacheco, Whitney Smith, Maury Dimauro, Julie Wickson, Kobi Wu, Emily Hay, Ursula Lopez, everyone at Hothouse Productions (UK Ltd.), Cypress Mountain, Heather Weir, Eva Whiteway

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